SUC-SESSION

DAS SPECTRUM - MAGAZIN

Issue 01/2002 (188) January/February 2002

The only magazine issued in two languages. We start celebrating Speccies 20th birthday!

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Publisher

The Spectrum-User-Club, formally known as the Spectrum-User-Club Wuppertal, is the oldest existing Spectrum-Club in Germany, the ASC is the only Spectrum-Club in Austria. Since 1998 the Club-Magazine SUC-SESSION and SCENE+ have been sent together to all club members. They are compiled from contributions produced by the editor(s) as well as the readers. We call on all readers to send in their contributions as text files on cassette, +D, Opus, MB02 or MS-DOS (Word or pure Text files) or handwritten, per e-mail or printed on paper to us.

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How can you become a Member

Membership is basically free but the main services, the clubs magazine SUC-SESSION and SCENE+ can be subscribed to individually or together.

The Price:	Single issue	Yearly subscription (6x)
1) SUC-Session Magazine	3,00 €	16,00 €
2) SUC-Session Magazine as a PDF-Download	1,50 €	8,00 €
3) SCENE+ Disk-magazine	2,50 €	12,00 €
4) SCENE+ on Cassette	3,50 €	18,00 €
5) SCENE+ as a TAP-Download	1,50 €	8,00 €
6) Combi-packet SUC-Session & SCENE+ Disk	5,00 €	26,00 €
7) Combi-packet SUC-Session & SCENE + Tape	5,50 €	28,00 €

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New members who are ordering the Diskette version of SCENE+ should state the required format, we have available MB02+, Opus, +D und now also D80/Didaktik. If you are ordering additional Disk's or Cassettes together with a Combi-Packet then the price for these must be added to the Subscription number. Any questions should simply contact us per E-mail or under: 0711/775033.

Forword

Hello Spectrum fans,
it's not an April fools joke it really is 20 years since our Spectrum arrived on the market. An unbelievable time for any computer and we can be justifiably proud about still having such an active scene. Just how active has been especially proved this year with the countless shows and Spectrum-meetings. Software is also well represented and we are always very happy to bring you again and again new programs with Scene+.

„The great Spectrum time is past"... I've reached the point where I just can't hear these words any more. Of course we don't have any glossy magazines in the newsagents any more, certainly there are no more software shops and it's getting more difficult to find the hardware. But think back to how it was 8 years ago. The same situation, but there was no SINTECH, where you could obtain used-computers, no Diskette interfaces such as the MB02, which will soon have a follow up version. Hard-disks and CD-ROM on the Spectrum were a dream, games such as Prince of Persia or Black Raven were almost a foreign language and the AY-Sound had become the standard, but super Techno-Rhythms remain a Utopia.
Today we have PC keyboards on our Speccy's, and heaps of new Demos and games and not to forget with SUC-SESSION an international magazine, and in 2 languages. We've never had all that before. But what is most important: The Spectrum remains a lot of fun. It doesn't matter how many megabytes the PC's have, or how fast they are, the Spectrum provides just as much fun as it did 20 years ago.
Good, commercially the Spectrum is dead, but the pure Spectrum feeling lives, the total control of the computer with bits and bytes, the colour-clash and the crashes where at least it's possible to discover the reason. At least we don't have to reload the operating system every year over and over again because the Registry has gone mad.

I'm really glad that I don't hear the above statement from Spectrum users, more often than not from PC losers (User is not a title that we can use for the mass of the people, they don't use the PC but are dominated by it).A real Spectrum-User understands and values the advantages of his computer and all of you, who are reading this magazine, you are the ones I count as real users.

As for the club, I expect at least a ‚boom year', not because of the 20 years of the Spectrum, but because we produce two magazines in two languages and with us no-one has to fear that we will suddenly give it all up, as has happened with so many other magazines. This certainty together with your input to our magazine will increase the readership and make the club and the magazine into a main international support for the Spectrum scene. The first reactions have been very positive but I will wait with baited breath for your future comments.

In this sense, let's continue to have a lot of fun with our computers and convert the others from their stupid comments. We know what we have and at the latest with a total system crash your PC friends will know it too.

yours *Thomas*

Readers Letters

Welcome this time to the first issue with a combined German English readers corner. As the English letters are first translated into German and then re-translated by someone else back into English it could be that writers will not find exactly the same letter word for word that they wrote but we will make every effort to maintain the sense and meaning from each letter.

I'd like to take this oportunity to mention that the ‚Readers letters' part of the magazine is not only there to ask questions but also to give all Users the possibility to exchange information. We are especially happy when someone answers a question raised in a previous issue.We try to supply an answer immediately but there is always someone who can add something to it. And: Even we can't know everything.

The start this time is with a letter from Great Britain. It wasn't the first letter to arrive, more the last but I've just read the E-Mail and so am printing it immediately:

Hi Thomas,
I've just read through your magazine and noticed, that in one section you have written about the creation of a SCART-Cable for the Spectrum 128/+2. I'm asking myself whether you are going to continue with the same cable for the +2A/+3? I've just built such a cable and can describe exactly how it should be made. It's very good, and a lot simpler than that for the 128/+2. It is simply a cable without resistors etc. I just wanted to suggest it as I had the problem myself to find the information on how to make such a cable and I'm sure there must be others with the same problem (I had received an E-mail from someone on the same day that I discovered how to make it, asking the me same question). Let me know if you want the information.
Adam Short

Hallo Adam, I would be very happy to receive a short article on this subject from you. Our magazine lives from the work of our readers. I'm certain that lots of +2/+3 User will thank you for it.

Peter Hilbert contacted us somewhat late for the new year:
I'm going to stay in the club, even though the time I have available is very limited. But I have managed over the winter to get my MB02 system to work. I own 2 48k computers, whereby one is the owner of a new memory chip (16k –very tricky exchange), though together with the MB02 it was a rather too low –5V that was the trouble.
In any case the diskette now works. Super!!! I'm looking forward to the next issues and diskettes.
See you soon! Best wishes,
Peter

Hallo Peter,
unfortunately I have often burn my fingers badly in the past when I've answered myself the question ‚is he staying in the club' with ‚Of course he is' and continued sending the magazines, in the end just to stand there with empty hands. For that reason I prefer to ask once too often rather than once to few, so I would like to ask all

readers, please: when you don't want to read SUC-SESSION any more (difficult to visualise, but just in case) then please let me know. Just not paying is one way, but it leaves me without any real knowledge of whether the reader had simply forgotton to pay or really doesn't want to continue his/her subscription. Having said that I'm really happy that your system is now running and hope for one or more reports on your experiences..

So that everyone can see how it should be done, here is a sad but at least correct goodbye:
Hallo Thomas,
unfortunately I have to inform you that I am leaving the Spectrum Club SUC-SESSION on the 1. 4. 2002. For time and family reasons I am taking this step.
I could be that I will contact you again in future years. All good wishes for the club.
Hermann Deters

As I said Hermann, we are very sorry to see you go, you were with us for a long time. But I hope that at some time in the future I can welcome you back as a reader. By the way the number of people who return to the club is very high, so that the number of readers over the last few years has stayed relatively constant. Because of the English editions the number of readers is somewhat increasing.

Helge Keller sent us an E-mail about the new Internet presence for the club:
Hallo Thomas,
I've got a little time and I have been looking at your Internet pages. What I've noticed and these are not listed by importance - follows:
- The picture Fun_140x80.gif on the http://www.sintech-shop.de/home/default.htm page is still showing DM and not Euro ;-)
- Light yellow on Light green is not very easy to read (http://www.sintech-shop.de/home/spectrum-user-club.htm)
Hmmm, thought that there would be more...
Lots of luck and best wishes,
Helge

Hallo Helge,
thankyou very much, the Internet presence is not for me but for everyone else to use. Take a look and tell me what I can improve. The picture was a marketing banner from Ebay. It was the only banner which had the dimensions I wanted, so that's why I used it. For a lot of German visitors the DM is still more familiar than the Euro, but as soon as I can find a suitable picture with the Euro I will exchange it. As to the colours on the User-Club pages, I'm certain you are right, I simply haven't found a better combination with the grey, neither white nor black. I really wanted to have the Speccy's in the background, when I can think of something better then I'll change it. Perhaps you or one of the other readers has an practical idea. I would really like to pep up the design a bit!
On the other side I'm happy that you didn't find any other failures, but as I said from design there are certainly improvements which could be made.

The next E-mail is from Zwickau:
Hi Thomas! Greetings from Zwickau!! I've just surfed by the Sintech&SUC pages and discovered something terrible: Now, when there is really something new for the UVS-Coder-Page, there is nothing at all!!! Boy was I sour!!
In the club-info I would prefer the contents information for the Scene-Disk to be included, not as a loose sheet but really in the magazine, for me they both go together. In the near future I will try to obtain new software from the Internet, and have a go at converting it (with the help of Emulators etc.).What I'm most interested in are naturally demo's! You have a page in the magazine where new programs are presented, it would be possible there to put the information under the title ‚On the SCENE+ disk'. Then you can present the program and everyone will see what they are missing when they only subscribe to the magazine; though I can't believe that would be very many people...
And to end just a comment about our Demo: I've just checked that the built in crash at the beginning of the demo from the demo-party-visitors was seen as a real crash and for this reason it was skipped over!!! I did have an idea with a pretend Pupil-scanner („please place your face close to the monitor with eyes open and do not move for 5 seconds) – would people really believe that was real?!? For that I really want to be present! That with the Lightpen and the Pad for the Speccy I found really interesting! I hope we can arrange a date in April! Then it's programming with UVS in the new apartment in Ulm!!! You can print this E-Mail as a readers letter if you find it interesting enough (the sentence, that you can print the E-Mail as a readers-letter, well you don't need to print that (also everything which I've put in brackets, you don' have to print! (also not that) You only have to include in the readers letters everything else I have written, that is everything up to Ulm!!!, then nothing more, perhaps also the „Ciao, bis bald, Mirko.", which I'm going to write at the end of the E-Mail) I can't think of anything else, so I'll stop now, I'm slowly getting tired, it was a long day today! (*for the translator as well – ian*)(that's not going to interest anyone else so,) Caoi bsi blad, Mirko.

Ehm, in the end I seem to have printed too much. I'll delete it immediately....oops, forgot.
But look now at the Coder-page. It could now have a new design, with pictures from the demo's etc., anyhow now there is something new there to see. The subject of a contents list for SCENE+ is under consideration. In principle you are right, almost everyone has subscribed to SUC-SESSION together with SCENE+ and the other should see what they are missing. Anyway it's useful information. I'm also looking forward to another Programming weekend and perhaps something will come from it to pack onto the diskette. I hope we can animate other readers to program something, which we can then publish. But the idea of a Pupil-scanner is already Mirkos, so don't steal it!

We've also had a readers letter from Hungary:

Hallo Thomas,

I've just downloaded the English version of your excellent magazine from the Internet. It's a bit step forwards towards increasing the readership. I also downloaded the German test issue and was very happy to see my Homepage in 'Stars im Internet'. I can imagine how much free-time you have left...

You were right as you said in the magazine that we have to show that the Spectrum lives and we must produce magazines, write software and build hardware. It's really a good idea to create an international magazine like SUC-SESSION, the forget the borders and see what is being done in other countries. In my opinion – and it seems to be true – a lot of people left the Spectrum between 1989 and 1993, because they didn't know that it still existed. So carry on with the magazine, I'll always help with a good article. I am lucky here in Hungary because in our team there are not a lot of people but they all have different interests. One is a System developer, another a programmer, another a Hardware-Specialist and I'm a journalist and can bring everything to paper, which other people develop for the Speccy.

Here is the main reason for my letter:

1. As promised I've sent the URL for your club to the members of the "Hungarian Speccy Mailing List". I've asked them to give me their opinions of your magazine and I will report to you what they say.

2. In the last issue you mentioned that a new English magazine was coming onto the market. Can you give me an address for the Home-page? Can I send them the two articles about Spectrum-Clones and Accessories?

3. I don't speak German, but the free German issue which was available for download (Comment: it was the issue 05/2001) was at least from one point of view interesting for me. Pleas excuse me for the word but this issue was full of failures. Why do I say that? About the game: „Towdie" it is a very old game (from 1993 if I remember correctly, but it had very good graphics), Smagly III is a crack of Astro Marine Corps, which wasn't mentioned, but it's possible to see at once that it's a Spanish Dynamic-game.

Further in the article about the RealSpectrum Emulator: It was clear for me that the person who wrote this didn't know much about clones or accessories. Ex. Soundrive was written with two „d" and Scorpion ZS 256 was written as ZS Scorpion 256! And then the words about SMUC... (described as „Scorpion SMUC" where inreality the first „S" from SMUC is the abbrev. for Scorpion...) Why does nobody explain the first my article in the previous SUC-SESSION should have been read? (But the description from RealSpectrum iisn't any better, because they talk about the ULA in Russian Spectrums, but the Russians don't have a ULA they only emulate it).

4. I've got an article in preparation for the next issue. It is about SpeccyDOS Emulator. SpeccyDOS was the only Disk interface in Hungary for the Spectrum and now a member of the former WSS Team is writing an emulator for it. The article will need some time, as I'm making two weeks holiday.

5. I'd like to ask you how you see the Spectrum today. How do you see it, are people today more interested in the Spectrum than they were 10 years ago? I believe the answer is 'yes'. 10 years ago we had no Internet, we knew nothing of one another and the media was only interested to write about PC/DOS (other than in Russia, but that's another story).

In a forum someone asked: the Speccy is almost 20 years old. How long will it survive. Someone answered: As long as we care for it.

Lots of greetings and keep up the good work.

Richard, Hungary

Hallo Richard, here are the answers to your questions:

1) I am also hoping for readers in Hungary...

2) The report about the new magazine is in this issue.

3) We don't only publish information about brand new games, but often about older games, if we are of the opinion that not everyone has it. Towdie is certainly worthwhile. The mistake with Smagly III , well these things happen, in the Internet there was no information about this and the Russian programs aren't so different from the Spanish Dynamic-games. As to the mistakes in the article on the RealSpectrum Emulator but also to mistakes generally in the magazine: We aren't professionals. The articles are for the most part from users for users. It can happen that here or there the research wasn't for example through time restraints as thorough as it might have been. In order to correct such mistakes we have readers letters. But no-one needs to feel guilty because something wasn't quite right. Personally for me it doesn't matter whether Soundrive is written with one „d" or two, for me it could be four and I would still understand what was meant.
(As you have to live with my translations – including mistakes - I couldn't agree more – Ian)

4) I await your article with interest and wonder whether the experience is maybe useful for other disk interfaces. Only the SpeccyDos itself is not so interesting, as even in Hungary it isn't very popular.

5) I think 10 years ago Spectrum users didn't really need the Internet. At that time there were 3 big English magazines: CRASH, YOUR SINCLAIR and SINCLAIR USER, which were available for the communication, even internationally. Today we don't have any of the big magazines any more, but perhaps with this magazine we can start in a small way a new beginning...when everyone works together!

For a change a letter from Germany:

Hallo Thomas,
here I am again, the Peter from Mannheim. Yes, I'm still alive. I've wanted to write for a long time. Unfortunately there is less and less time available, so that I very seldom manage to work on my Speccy. For a time I've used the SCENE+ Disk with a PC emulator, but since my daughter began her studies in the autum there is a PC with 1.000er Athlon, and no emulator runs on this machine... which means that the SCENE Disk, which is in my opinion very good, is of little use to me.
For this reason I want to make use of your offer and in future download SUC-SESSION in PDF format, as my interest in the Spectrum scene remains, even though I unfortunately cannot contribute much to it. I'll transfer the 8 Euro.
I've unfortunately mislaid the green card, but as far as I can remember I could only answer the point about the new Subscription system:
Which is a good idea.
So, that's it. Best wishes and a Happy Easter
Peter Bergmann

Hallo Peter,
great that your still with us, but I have to disagree with you about one point. Unfortunately for a lot of people is the emulator for the Spectrum the „Z80". I'm saying it very correctly: I'm not an emulator freak but the Z80 is the biggest load of shi.... that it's possible to have. There are so many better ones and the Real Spectrum Emulator, which we often report on is one of the best and will certainly run on your computer. The Z80 is also the only emulator which costs money, all of the others are Freeware. So to all of those who want to use an emulator, to to the Internet to the page http://www.ramsoft.bbk.org/realspec.html and download a real emulator, which really can do everything. It's really worth your while, at least for the many Computer and disk systems which it can emulate.
Gerton Lunter earnt plenty of money with his Z80 Emulator and that's OK, as he was a pionier in Spectrum emulators, but the time for his program is past even though I don't think you can beat a real Spectrum.

Werner Heidinger has renewed his subscription with us:
Hallo Thomas,
I´m staying in the club, please mail me the bank transfer data, as I've just moved house and I can't find anything (Big Chaos).
PS: We've just bought a house and it has 14 rooms and there is going to be a computer room so that the 8 Bitter's can continue to live in a functioning condition. Go in, switch on and away we go.

Hallo Werner,
your house sounds very nice. 14 rooms are enough for a lot of people..I would suggest that the next Spectrum-User meeting is at your house...but seriously, it's important to have the right place for your computers. The right place for the Spectrum is not in the display cupbourd or in the cellar but under your fingers.

And the last an E-mail from our Manfred:
Hallo Thomas!
In some situations I get ideas of what I want to write. Even though I only write half dozen letters a year on my Spectrum, I've got a number of interfaces Ex. a Light-pen. As the Light-pen only uses A6 for it's addressing (255-2power6=191=$BF), I've had problems by booting. For this reason I drew a circuit diagram and modified the interface. Two connections need to be modified and in the machine code two instruction corrected. Now it's (Spectrum wise) fully compatible. It would be easy to build into the keyboard interface, which and write some instructions for it I presented some time ago (or in others). If you think it would be interesting to publish, I'll clean up the diagram and write some notes up on it.
At the Aidlingen meeting in 2001 two +3 powers supplies became defect. I also drew a circuit diagram for these. I built 3 extra resistors into mine so that in future it will not SMOKE.
For me to write such a report takes months so I like to know in advance if it is of any interest and it's worth the effort. The sketches are enough for me. When I read my report about the PIO I see that something important was forgotten, or at least it's not clear. For that reason I like to wait for a time. When I read it again the often I notice things I have

forgotten. In my whole life I've not written as many letters as I have in connection with Zeddy and Speccy. Writing was never my thing. But as I'm getting more and more forgetful, I don't have any choice but to write things down.
Greetz Manfred

Hallo Manfred,
I take it the problem with the addressing of the light pen was together with the +D. I don't know how often the light pen and +D occur on the same system, but as we have a lager reader circe due to the English edition, there certainly could be a number of interested users. So we would be interested in a well prepared article, as well as the circuit diagram to increase the reliability of the +3 power supply.
It doesn't matter if it takes some time, it's only important that we get the articles.

SUC-Questionaire

Here you will find every year the results of our member survey. For those of you reading our magazine for the first year, we always send a survey form with the last issue of the year containing the following questions:

1) Which Spectrum system do you own?
2) Which Spectrum diskette system?
3) What are you main interests on the Spectrum?
4) Tell us which you think were the 3 best programs published by SCENE+ in 2001
5) What is your opinion of the new separation of the subscriptions for SUC-SESSION and SCENE+?
   ❑⇨very good ❑⇨good ❑⇨poor ❑⇨very poor

From all users only 21 answered by E-mail or postcard. As if this wasn't bad enough only 6 bothered to provide information concerning the best programs from SCENE+ . This information is very important as the best program of the year should be chosen by the readers. This is not unimportant 'Program of the year' is something special. That's just as if LCD and myself sat down and chose Miss Austria. Not exactly representative.
So this year there will be no counting of the votes, instead a request on all who were with us last year to either send back the cards or to answer the questions via Telephone, Fax or E-mail, but somehow to answer the questions mentioned above. Last year we also had in each issue an contents information for SCENE+. This can be usefull when you are looking for a program and you can't quite remember the title. Are you aware how important your vote is. We don't want the sort of participation that is worse than by a Europa parlament election.
Readers who are new to us this year don't have a card and of course can't answer the question to the best program, but for our statistics it would be interesting to know which system you have and where your interests lie. So we would be more than happy if you took part.

I do want to have the evaluation of the survey in the next issue so please send your answers in the next few weeks.
Now a word about the German post, I have seen that a number of cards were sent back with the marking ‚address unknown'. We have been carrying out this survey activity for a number of years and on my letterbox it says clearly „Spectrum-User-Club". OK, so the writing is a little worn and perhaps the brain of the postman too. Why he couldn't at least ask, when he has a number of cards for the same address is a mystery to me, however as we can't just change our supplier, I've improved the printing on the letters box. My apologies to all who had to send their cards twice.
Thomas

News in Brief

The MB-03 is coming!!!
Still a big secret is the timing and price for the MB03. We did though manage to tease the following information from the manufacturer:
- fully compatible with MB-02+
- 512KB SRAM min.
- 128KB FLASH ROM
- Real Time Clock
- Printer port
- ps/2 Mouse port
- HDD or CompactFlash port

Demotopia new
After a long wait Demotopia has at last opened the door on the biggest demo archive in the interne. As well as the old and new demo's in .TAP forman, new are the offering of TRD demo's. Look in, it will certainly be worth your while especially as everything has be re-structured: http://www.zxdemo.org

Contest of the games
Perspective Group, one of the winners of our contest in 2000, is now organising their own ‚games contest'. The prize for the best Spectrum game is 150 US-Dollars. But you will need access to the Internet: http://cobrasoft.narod.ru

CP/M for +3
SD MICROSYSTEMS (Owner of the Locoscript software) have reintroduced their product ‚CP/M PLUS For the ZX Spectrum +3' . The program is only available on +3 Disk for £9,95 plus £1
P&P or £19,95 plus £2 P&P for the disk and the complete instruction book. SD Microsystems can best be reached by Internet at SDMICRO@aol.com or by Telephone: 0044-(0)700-736427.

Smartmedia-Interface
The report is of a 100% functioning Smartmedia-Interface built in Hungary for the Spectrum. It is so small that it can be built without problem into a basic rubber-keyboard Spectrum. This will make possible a completely new dimension for the storage of data, even though I personally always found enough room on a diskette..

Spectrum on the television
BBC Manchester produced a special program about Daley Thompson. As he has been immortalized in various Speccy games, these were also shown along with several ‚freaks' who still like the games. Perhaps someone has made some advertising for our magazine...

News in brief

Smallest Spectrum

There is now a Spectrum-emulator for the EPOC-operating system. This operating system is used in for example the Psion Handheld Computers and also in the Nokia 9210. So this mobile can now be seen as the smallest Spectrum-emulator. At the moment a number of features are missing but it works. The internet links are changing all the time, though at least the following link is interesting:www.wildpalm.co.uk

Forever3

Here are the results of one of the best Demo-shows for the Speccy in Europe. We have stolen the tables from the Gasman pages, hopefully he will forgive us. We are anyway proud that a number of SUC-SESSION-readers were under the participants:

Demo Competition

1	Alter Ego	Hooy-Program
2	Reject	Factor6 / K3L / PHT
3	Laya	3SC
4	Missing In Fun	Unbelievables
5	Be Quick As Your Dick	Hooy-Program
6	Codephobia	ZeroTeam
7	Dupa Biskupa	Hooy-Program

Music Competition

1	Exonique	Gasman / H-Prg
2	Improvisation #8	Ivan Roshin
3	Navstevnici	Factor 6 / PHT / K3L
4	Improvisation #10	Ivan Roshin
5	Happy Hardcore 2	Ravager / CRG
6	I'm Fine	X-agon / PHT
7	Fall	Klim
8	Planetary2002	Ahim / CPU
9	Black Rain	Ahim / CPU
10	Remix	Klim
11	Simple	Nik-O
12	Unexceptable	TDM
13	Parazmer	Risk / Original CA
14	Fluff	Key-Jee / TBK
15	Silence	Key-Jee / TBK
16	Flying	Risk / Original CA
17	Ghost	Miguel / CPU
18	Dominion	Moran / CPU
19	Durdom	Voo / XTC
20	Hegemony of Earth	Moran / CPU
21	Blah-Blah-Gal	Factor6 / K3L / PHT

1K Intro Competition

1	Intro That Goes Ping	Hooy-Program
2	Galatrax	SerzhSoft
3	Mahnung	Key-Jee / TBK

Graphics Competition

1	Springtime Feelings...	Diver / 4D
2	In Time	Stanly Stall
3	Walter	LCD
4	Heart	Mash / CPU
5	Sectoid	Depsy Stall
6	Arcard	LCD
7	Creation	Relict
8	Dream	KaroBuko
9	Nemesis Divina	Cannibal / TL
10	Girl's Heat	SerzhSoft
11	Ron	Hellboj
12	Tower / Humped God	Berg
13	Oni	Voo / XTC
14	Matrix	Yerzmyey / H-Prg
15	Bart 2	Shimi
16	4ever	Shimi
17	Akua	Baze/3SC
18	Be more human...	Yerzmyey / H-Prg
19	Licos2 OHG1	Dimon
20	Licos2 OHG2	Dimon

Club news

We welcome this month the first female reader from SUC-Session and with that member of the Spectrum-User club. Diana Mills has joined us with a subscription for the first year. In general we can say that the English edition is a success, because it has brought us an number of new members but not enough. We would like to ask you to contact your Spectrum-friends anywhere in the world and let them know about our club. To help you here is an internet link that you can pass on:
http://www.sintech-shop.de/home/spectrum-user-club.html
This is the official club page in internet, where anyone can download in PDF format the first issue of the English version. On this page you will also find the price information and a bit more about our club and it's magazines.

As you can see there is still plenty to do. To reduce the load a bit I've asked my girlfriend (soon to be my wife) Annette to take over a number of activities as the club secretary. She will in future keep an eye on the member list and make sure that in future everyone gets the right magazine and/or diskette.. Payments made on time of course will make her work easier. I'd like to remind you again that on the envelope's address label you will find a number Ex. 12/02. Which means that the subscription runs out in December 2002. Please let us know at the latest then in December if you want to remain in the club.

I'm going to be on holiday between the 25.04. – 16.05. I'll be travelling around the USA . So during this time I can't answer any e-mails or letters. After my return I will be giving all of my concentration to the next issue of the magazine.

This issue will unfortunately appear a little too late to give you news of the Spectrum-meeting of the other large German Spectrum-Club the Cologne SPECTRUM-PROFI-CLUB.In the last weeks we did give information in 'News in Brief' about the SAM-Days in Holland. This meeting is being organised for the second time by the Dutch HCC and the SPC together and will take place on the 27/28th of April in Umond (Holland, near the German border). If you are reading this in time then there is more information on the internet under: http://www.hobby.nl/~sinclair-gg

Forever III report from theLCD perspective

This year I traveled with Gasman (from England) to Forever, otherwise he would have had the same problems as in previous years, and would have had to get to grips with the complexity of suitable onward connections. And as I didn't get lots quite so much as last year we arrived at our destination in approx. 4 hours (I I hadn't got lost then it would have taken an hour longer, as I managed to discover a hidden motorway).
Having arrived we first had to find the entrance, but this year everything was well signposted. We were amongst the first to arrive, and for this reason it was easy for me to find a place to display the ‚Sprinter' which I had brought with me, I obviously had a lucky hand, as the display could be seen by a number of C64 users from Germany. This situation can be thanked for the fact that at the latest with the demonstration of DOOM the first questions arrived about where it was possible to buy such a machine.

As the party began and I was 5 Euros poorer, the first presentations of demo's began with the Beamer. The pauses between presentations I used to chat to friends and to show a number of new Tap-Stream animations on my notebook, from which a number of people were impressed to see how my program had developed. I then got into a discussion with an Italian (at least I think he was) and a number of Polish visitors (to distract them from my car)), even Hellboj appeared and we spoke for a couple of hours with one another.
As the hostel which should have been our overnight place to stay, let us down at the last minute we were forced for both nights of the show to use our sleeping bags in the ‚overnight hall'. Everyone was well equipped, some better some less so (boy did I have it comfortable), and the worst spent the whole night chatting and coding and I don't know what else, there were a number of girls involved.
Florian and Thomas arrived a little later on the next day, didn't bring any hardware with them but did start immediately to begin programming on the Sprinter as I had to go up on the stage for a short time to copy the demo from UVS from my notebook onto the presenters Didaktik. As it turned out neither Ellvis nor Pol had been at home for several days to read the mails. It was a good job I had sent my pictures in advance and remembered the cable for the tape. Unfortunately we discovered that a part of the demo crashed on the Didaktik (Fbi was just as disappointed as I was, as this was his 'return to the scene' demo), we could only solve the problem quickly by removing the crashed part of the demo (Fbi, what are you planning with the Axt, no NO!). At least he achieved the fourth place which wasn't at all bad.
The German C64 users presented, as last year, a new game which only ran with the SCPU (Similar to the Sprinter but with normal C64 graphics), since last year they had completed the second level and it was very impressive.
I couldn't connect my Sprinter directly to the beamer as there was no SCART-Input, so provisionally the display was filmed by a video camera and then transferred to the beamer, which resulted in a number of people with open mouths during the DOOM presentation. Unfortunately the camera had an automatic shut off.
A small problem cropped up with the Voting sheets. As they had been made the Altariens, there were only 20 voting cells, plenty for the Atari compo's but not enough for the C64 and Spectrum, as at least with the music compo there were more than 20 pieces to be judged, so the back of the voting sheet had to come into play. With the Graphic compo it was almost exactly right with 20 spectrum screens, 2 of which were in Interlace and 2 were obviously converted with Bmp2scr, which was confirmed by Hellboj. By the 1K intro's and demo's the spectrum was for quality, well in the lead, and there was a much stronger showing than in the previous years. At this time it was clear how little discipline the Atariens from Poland showed, the interruptions by the displays were really not necessary (Ex. My picture Arcard, from Hellsing Anime was called Michael Jackson , and that was harmless in comparison to other comments). As I got into a discussion one of them another interrupted to say the he was a gay, as if this had any relevance to a discussion about computers.

Thomas played a little "Stunt Car Racer" on the Sprinter, not particularly easy when the Turbo mode with 21Mhz is enabled , though it comes very close to the Amiga-Version.

With the Real-time Compo the objective was to begin and finish the project at the party, there were a number of really nice pictures and an Intro which Florian really liked, he believed it would be possible to something similar in Basic (He actually sent it to me a few days later – very talented!)
Then there was a Wild Demo Compo in which Gasman entered for example a piece of MP3

music, and a C64 user who had decorated his machine in a ‚piano keyboard' look (alternating white and black keys) borrowed my notebook to demonstrate video-streaming on a C64. Whereby he played a Tom and Jerry Episode and a Music video with sound. It wouldn't work from his notebook because if I understood correctly the hardware was too modern. After the C64 had read a byte from the parallel port an IRQ was automatically generated, so that a speed of 12.5 frames/second was achieved which is pretty quick, it did leave out every second line and now and again there were video or sound faults. The quality of the video was nothing special but according to the coder each frame was converted in a fraction of a second. The conversion though was written in C++.

After this Florian and Thomas said goodbye as it was pretty late in the night and Thomas wanted to do something else on the Sunday. I stayed until the results of the compo's had been announced. After all of the voting sheets had been handed in CreamD began immediately with the counting, while some of tried to get some sleep (I keep asking myself why they had such LARGE loudspeakers... it was almost impossible to sleep),or at least tried.

Early on Sunday was the time for CreamD, the organiser to announce the results, at the same time as Pol using an Excel like program on a Spectrum made the results via the projector visible for all to sees. Of course the important thing for me was to know how well my pictures had done. The screen I mentioned earlier, "Arcard", managed the sixth place and "Walter" the third, whereby CreamD made a failure by announcing "LCD By Walter", OK, yes, I was really pleased despite this, and this time Gas13 cannot like last year cast doubts on my results.

After the results we began to plan our departure. I wanted to allow myself extra time so that Gasman wouldn't miss his flight, even when there would be unforseen traffic delays, however despite my fears (Florian had to cope with fog by the return journey), everything wen pretty smoothly, and even the customs officers didn't take my car to pieces because one of us had an Austrian and the other British passport , something that was very possible. Eventually we arrived in Vienna and while there was enough time I showed Gasman my server-room where all of my computers are installed. Then we discussed various ideas concerning a demo for next year.

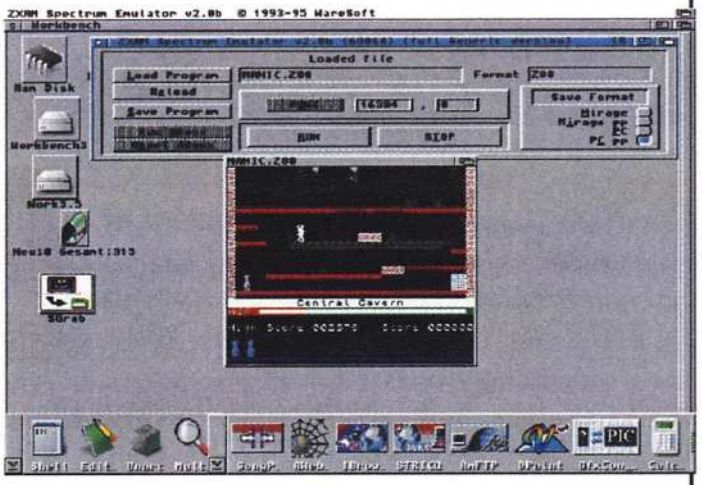
All together, it had again been worthwhile to make the short trip to Forever. Unfortunately a number of people were not there who I would have like to meet, starting with Fbi , then Yerezmyey, and on to those who are reading this report at the moment. I hope that I will see you all next year...

LCD/PHT

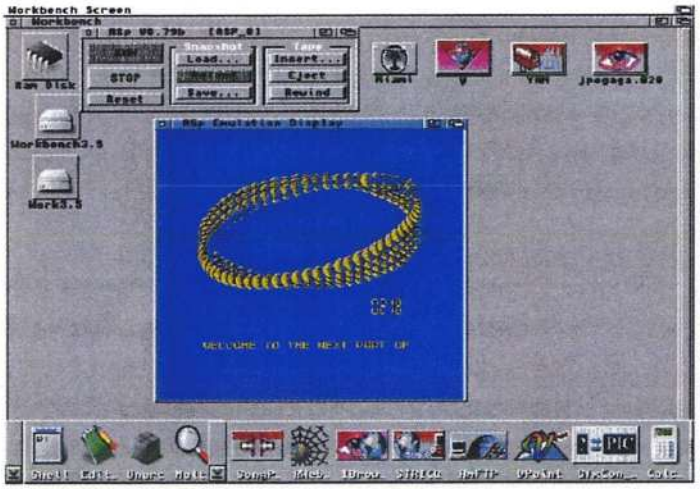
Group picture of some Spectrum Users. In the background is the big screen for the demo-show.

Spectrum-Emulators on the Amiga

There are also Spectrum emulators for the Amiga, whereby I want to present to you the two I consider the best: That is ZXAM and the other ASp. Both distinguish themselves through a high level of compatibility and high speed.



Firstly I would like to look at ZXAM a bit closer: This emulator is probably one of the oldest, the development had already begun in 1993. It exists in 5 versions: Individual „normal" and „fast" Versions for OCS and AGA Amigas and a 68060-Version. The minimum requirement is always a 68020-CPU and Kickstart 2.04. Fastram should also be available. The biggest plus-point for ZXAM is it's speed: good results can be achieved from a 68030 CPU or better and with a 68060 it's possible with lots of demo's to reach the original speed. This is made possible by letting ZXAM run as a Workbench-independent task, which means it alone has use of the CPU. Unfortunately there is no further development of this emulator, also it isn't compatible with graphic cards. Also the 128K Mode is missing and there is no TZX support.



Unlike ZXAM, Asp is permanently being further developed, the newest version is 0.82. ASp also supports the TZX format but always runs in parallel to Workbench, which means it cannot achieve quite so high a speed as ZXAM. However in place of that the graphic cards are supported and the 128K mode is emulated.

The 128K Sound-chip output is generated easily by both emulators. A Kempston-Joystick interface is emulated by both, so that the full enjoyment of games is guaranteed.

The ZXAM has the special feature of Tape support, as long as you feel able to build a small interface, which is connected to the Joystick port of the Amiga (and the other end with the cassette recorder). The constructional details are included as a image file.

See you soon!!

Florian

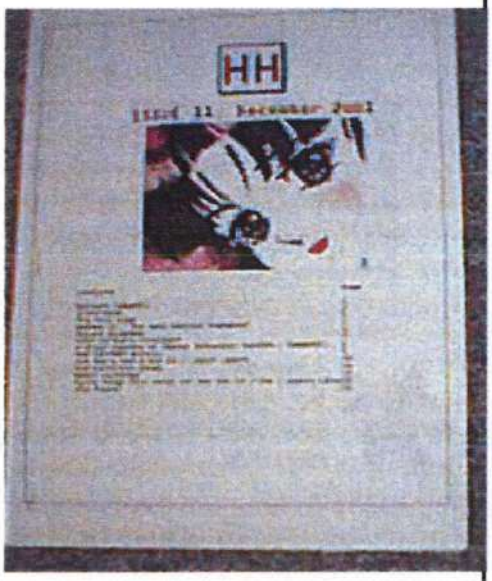
Magazine Report

There are already 2 new magazines this year. One comes from Portugal and deals with Retro-Computers, The other from Great Britain and is concerned with the Spectrum software scene. Both are interested in working together with the SUC, in the form that club members can subscribe to the magazine via the club more than enough reason to take a look at the magazines here:

RETRO REVIEW (Jorge Canelhas/Portugal, Ian Gledhill/Great Britain

From A like AMIGA to Z like ZX Spectrum, could be the description of this magazine. The magazine is very professionally presented with pictures and a coloured cover page. It contains 56 pages, whereby the reverse sides are empty and often there are large empty spaces between the articles. In spite of this the information content is very good, even if it is very spread out. In the first issue (Jan./Feb. 2002) there is a quick look at the ZX81-birthday, the presentation of a number of game classics on various systems and a look at some almost unknown computers from the eighties. There are also references to new media such as the Internet, there's an emulator corner and an interview (with me...). The magazine could certainly appeal to anyone interested in the wide range of computer oldies, for pure Spectrum-User's the content is (to-date) rather limited when it comes to Spectrum Hard- and Software and there is almost nothing about new developments. I'm sure that the target group for this magazine are the All-round computer fans, whereby even Spectrum-User can find a look at other systems interesting.

HACKERS HANGOUT (Andrew Ryals/Great Britain)



We've also had the rebirth of a magazine in January, as after a lot of announcements from Andrew he sent out the free examples of his new magazine. I must admin that I had never previously hear of a magazine with this name, but it must have been quite well know in the past. This magazine has not only been produced with a lot of effort , the work must have been almost crippling as Andrew has printed the individual sides of the magazine in colour and then stapled them together into a magazine before sending them. I have to take my hat off to Andrew for the amount of work he has put into it but I don't believe that anyone would do all that very often... In any case Andrew has committed himself to it and the content of this pure Spectrum-Magazine is really worth seeing. A number of new developments from the Spectrum scene , reports on new games and projects, new and old Pokes and finally a report on self-sacrifice („How can I create a Spectrum-Magazine"). Whereby

Andrew says sorry that the first issue only has 14 sides, but promises more for the next issue. I don't think it's necessary for him to say sorry, as anyone who produces such a magazine has really given it his all. Andrew has put almost all of the articles together himself and I can only hope he gets the necessary support, then the magazine will get thicker. Concerning the colourfull presentation, it's certainly great to look at but the last example of a Danish magazine „Desert Island Disks" has shown that too much work can end in frustration and in the end the demise of the magazine. If the magazine is to have a future, then for certain only in Black and White.

Both magazines are well produced and available by subscription

Retro Review from:
In Britain:
Ian Gledhill
35 Bridge Street
Aberystwyt
Ceredigion
SY23 1QBUK
iang@retroreview.com

Elsewhere from:
Jorge Canelhas
Apartado 3115
Miguel Bombarda
P-2745 QUELUZ
Portugal
jcanelhas@retroreview.com

HACKERS HANGOUT has in the mean time been renamed ZX DIGEST. Each issue costs 1,50 British pounds and can be obtained from:

Andrew Ryals
29 Dent Drive
Eastmoor Estate
Wakefield
West Yorkshire
WF1 4JG
Great Britain.
ZXDIGEST@YAHOO.CO.UK

Sprinter – First impressions.

The long awaited packet from Russia containing my Mainboard arrived in good time for Christmas, naturally I was as happy as a child with a new toy.
In the box was the Mainboard itself, a number of slot covers for the PC with attached connectors, cables and instructions, HD Diskette and a prepared and branded CD. Before I start, the instructions are something Peters Plus needs to work on, as the amount of information provided is not going to overwhelm you. One set of instructions describe the mounting of the Mainboard together with the BIOS functions, the second brochure deals with the various Spectrum/Scorpion/Pentagon configurations and the third describes the Sprinter, whereby a lot of questions remain unanswered.
Good, the construction is relatively simple when you are familiar with the subject, but a mail an the manufacturer was necessary to find out that the second IDE interface won't be activated until the next BIOS update. It's also not yet possible to communicate effectively with the CDROM drive. A program is included to read data from the drive but in this version it is not possible to copy the data to the Hard-disk, but it's not important because improvements are coming. At the moment I help myself by using the PC to copy data which because of a clever disk changing system is not a problem, in spite of this I'll be happier when in the summer the new DOS version is ready to be downloaded.

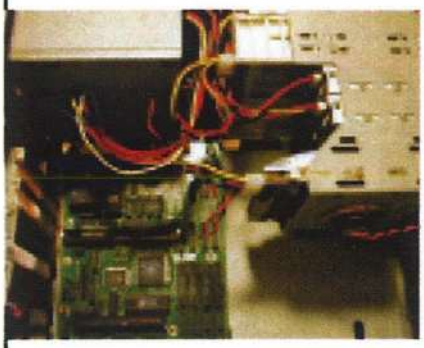
I've carried out the construction in an old/spare Minitower, whereby I could use some of the old PC parts. The Mainboard itself has 4MB of Simm memory but later it can with a BIOS update take up to 64MB. My machine consists of a Quad-Speed CD ROM drive, an 850 MB Hard-disk in a plug-in chassis (I use the same Hard-disk on the PC to make the transfer of data from CDROMS easier), and 2 Diskette drives, whereby the drive cable has no crossover connection i.e. all modern junk-PC drives are seen as drive B, exactly as with Disciple or +D, but don't worry it's still possible to boot from drive B. As drive A I'm using a Spectrum DD drive with DS 0-3. It would be simple to wire the crossover in the cable, but I really don't need two HD drives, and anyway I'm sure I've got an old HD PC drive lying around somewhere, which I could build in later and which has a Drive Select jumper.
After the switch on the RGB output delivered a somewhat less than average picture, without sound. The Border starts late and finishes early, it's possible to see bars of various colours and the picture is rather small, so that circles look like squeezed horizontal ellipses, but this may be because of my defect Telefunken TV. With my Philips CM8833 on which I first had to repair the Scart socket, everything looks a lot better, no distortion, super video quality and no more colour bars.
The sound is not available as an output but that could be produced later, but I would rather connect PC speakers, then it's possible to select from the full program.
The keyboard is connected with a 5-pin DIN AT-keyboard plug, and the mouse with a 9 pin Sub-D plug, in other words normal DIN/COM combinations. From the firm Peters Plus came the warning that devices with PS/2 to DIN/COM converters will not function, for me at least the keyboard worked, only the mouse, my cable-less Logitech Sets jumped wildly to the top of the screen when I moved it quickly forwards. Strangely enough it didn't jump in games which used the Kempston mode, I'll have to report that to Peters Plus, perhaps they can then make a BIOS update for it..
The diskette/Hard-disk system is MSDOS compatible, but also allows the use of TRD Files and is easy to use from Basic, it uses somewhat modified Beta Disk (TR DOS) commands, a Ramdisk with at the moment 4MB is also possible.

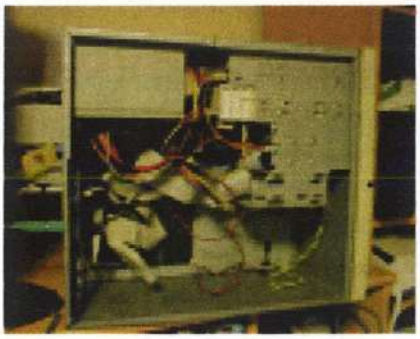
The booting from diskette is fairly quick, and the Flex Navigator is loaded, a File Navigator in the style of Norton Commander, even with the same function keys, so all PC users who are familiar with that program can begin working immediately. Firstly I have taken a BMP picture with 256 colours, converted to 320x256 pixels and displayed in FN, the picture quality is really excellent, and beats the Amiga HAM Mode hands down. But the graphic chip can do more: Up to four windows with different Palettes or Screen modes are possible !
Next I installed the System onto my Hard-disk and copied via the PC all of the Demo's from the CD to the Hard-disk, including the Doom demo, and this is what I looked at first. WOOOOOW! I didn't expect that the 3D Graphic would be so fast. The Accelerator which can compact and expand Graphic lines is doing all the work perfectly, and allows a simple functioning Raycasting 3D Engine. Even after I switched with F12 into 3.5Mhz mode it was still smooth enough to play. The second demo wasn't playable and simply showed a wild flight through the 3D corridor. Then there were other demo's which showed for example self rotating filled objects from „Hard´n Drive", or the well known fire effect from many demo's. Quick palette changes were demonstrated as well as Fade In/Out, there were only two demo's which I couldn't always get to run, but as the demo's ere programmed for Sprinter 97 I wasn't really surprised.

The instructions omitted to mention how to access the expansion memory or the two Hi-Res screens, this information will though in future be shown on the Sprinter Homepage together with many more details.
Through the use of a Menu (as with 128K Spectrums) it's easy to switch between the various Spectrum models, the menu appears after pressing the Ctrl, Alt and Delete keys. As I use the Basic Compiler the most interesting model for me is the Sprinter ZX Modus: Scorpion 256 is available, Spectrum Screen Mode is enabled, but extended mode is available, DAC (Digital/Analogue Converter for Ex. Sound) is accessible and extended memory is available.

And to finish my comments: Alone the Hard-disk system with functioning DOS and the extremely high speed with switchable 21Mhz make the purchase highly recommended. Only the nice but much too short instructions must be seen as negative (+D Diskette's are also not supported, sniff!), I would recommend the system to everyone who still believes in the sovereign superiority of the Spectrum system;).
Photo's follow.

LCD





REAL LIVE VS THE ZX SPECTRUM

By Prof. Uriah Q, Ponsonby-Beardstroker
Found on C.S.S by Dr. Leszek Chmielewski Daniel

Anmerkung: Diesen Artikel drucken wir in der Originalsprache (Englisch) ab, weil sonst der typisch britische Humor verlorengehen würde.

I am proud to unveil my latest Spectrum-based study... Number 1 in a series of...er, one at the moment.

While observing behaviour patterns in the newsgroup comp.sys.sinclair, it became worryingly evident that a great number of the newsgroup's inhabitants have engrossed themselves in the world of the ZX Spectrum to such an extent that many of them seem to confuse this 8-bit world with „real life" as we call it - so much, in fact, that they make jokes about „the real world" as if it does not exist.

And yet... they seem to be able to survive in such a way that any level headed individual would deem impossible. This set me thinking... could it really be that these so called

„geeks" and „nerds" have been right all along? Could it really be that what you or I refer to as „the real world" is in actual fact a nightmare of our own making from which we could easily escape by embracing the nostalgia and obsessiveness of these so-called „spec-chums" and plunging ourselves into this fantasy world of talking eggs and and rocket-building spacemen?

Taking my cue for my first paper on the subject from this year's „Speccy Tour" - surely an event responsible for many people becoming ever more cut off from „the real world" and becoming more and more a part of this ZX
Spectrum universe that seems to bring them so much pleasure - and carried out the following 10 simple tests. My plan was simple - to determine how it is possible for these „spec-chums" to survive cutting themselves off from
„real life" and hiding behind a wall of nostalgia and nonsense where science dictates they should not.

1. 3D Starstrike
How does this compare with battle in outer space? Funding restrictions meant that I could not carry out this experiment to the fullest extent intended, i.e. to actually stage a battle in outer space, however I managed to achieve a reasonable simulation.
In a local street, I paid young children to sit in boxes and through big sunflowers at me while I weaved in and out in a go-kart, shooting at them with a waterpistol. I also tied carrier bags around their faces to ensure an
accurate simulation of the vacuum of space. Imagine my surprise when, having thought that a direct hit in the eye was a good shot, I watched many of the young children burst into tears, crying for their mummy and gasping for
breath. Yes, space battle may be thrilling - but my experiment reveals that in actual fact, war leads to people being hurt. Still think 3D Starstrike is a classic game, do you? Tell that to those pilots you kill. Er, would have
killed. If it was real.

2. Arkanoid
This was an interesting experiment. While playing a game of football with some of my colleagues in the academic community, I deliberately kicked the ball at the referee. He did not seem to understand at first, but in the name
of science I once more blasted the ball at him. He was extremely displeased and did not accept my logic that because I was aiming for his side I expected the ball to go straight through him. It would appear that Arkanoid lies to us. Instead of the ball going through the referee and play continuing, the ball made contact with the referee,
with considerable force, and I received not only a red card but a lengthy suspension from university football.

3. Chuckie Egg
For this experiment, I hired one of my assistants to pick up a few eggs and walk into a lift shaft several floors up. Much as I expected, he fell to his death. In this respect, Real Life Science would appear to back up Spectrum
World Theory. My other assistants thus became reluctant to help, but thankfully I managed to round up a few of them. For the second part of my experiment, I shoved another egg-laden assistant down a lift shaft, this time taking care to shove him far enough that he hit

the opposite wall. I watched in dismay when, rather than bouncing back off the wall and landing on another floor unharmed, he merely scraped against
the wall and hit the ground with a sickening thud. I repeated this experiment with the addition of a couple of piles of bird seed and a few wild birds. Rather than attempt to kill my third assistant, they seemed content to sit and eat bird seed, and in fact seemed genuinely scared when a human approached. With a pile of three bloody corpses at the bottom of the lift shaft I had only one option left to me. I found the lab assistant with the largest beer gut and made him wear a cowboy hat. Expecting this to be the deciding factor in an individual's bounciness level, I was gobsmacked when he too smacked into the opposite wall and plunged to his gruesome doom.
Four people dead, all because of some stupid Speccy game showing that gravity can be defied in a comical fashion. Note: on the plus side, not all of the eggs broke.

4. Enduro Racer
I paid two local youths to perform large jumps with their motorcycles into a road full of rocks, but asked one of them to perform a wheelie at the same time. Imagine my surprise - not only did they both fail to land properly,
but by sheer coincidence the corpse of the wheelie-performing rider actually seemed to be the more smashed up of the two.

5. Eric & The Floaters
For this experiment, I entered my local Tesco where I had observed, while searching for a particular type of relish, that the store possessed certain maze-like properties. Perfect for my experiments! First, I pretended to be an employee and handed out free balloons to small children. I then waited until they were dispersed across the store and started running about shouting „Look, now I'm giving away free Pokemon cards!" - gradually the balloons began to head in my direction. At an opportune moment, I left a selection of fireworks on the floor, lit. Lo and
behold, they exploded and burst any balloon within several yards. At last, possible success! It appeared that Spectrum World Theory and Real Life Science were perfectly in synch. However... the results were flawed when it became time for the second part of the experiment. As I left the store, I deposited a few more explosives in the cash dispenser outside. Spectrum World Theory dictates that on
detonation, the machine should have dispensed more balloons. Real Life Science behaved quite differently. It would appear that blowing up vast sums of money does not in fact cause the money to release a lot of balloons, but instead causes a fire and severe damage to both Tesco and the Royal Bank of Scotland. It also resulted in the prompt appearance of a police car, but what happened after that I cannot reveal... because I was hiding in a bush, giggling like a small child.

6. Froggy
Experiment failed. Despite numerous attempts, all the three-lane roads that I found were quite considerably wider than three frog-lengths. Not one of my frogs made it past the second lane without becoming tyre fodder.

7. Hunchback
Having managed to find my way into the belltower of my local church, I discovered that under no circumstances did leaping face-first into the rope result in the bell actually ringing, even when I shoved a large cushion up

the back of my shirt. Thinking back to the game, I realised the only difference between this and the real world was the lack of obstacles. The minister of the church promptly arrived and I decided that he would be able
to help simulate the obstacles of the game in my quest to match the experiment conditions to that of the game.
I therefore asked him to sit in a deep hole and prod my rectum with a large spear while I leapt across his belltower. The results of the experiment were confiscated in the ensuing police raid on the church.

8. Hypersports
Curious to see if an olympic standard judge would actually accept landing on one's head to be a valid attempt at gymnastics, I instructed one of my assistants to vault over a horse and to continue doing forward rolls until
he hit the ground. Although the objective was achieved, the judge would not answer any of my questions as he seemed preoccupied with someone having broken their neck or something. It was difficult for me to ascertain if his screams of terror meant that a valid jump had been achieved or not.
Note: On the plus side, my assistant did manage to clear seven and a half meters.

9. Manic Miner
For my penultimate experiment, I found myself an unemployed ex-miner from Cowdenbeath and informed him that if he took part in my experiment I'd be able to get him a date with Maggie Thatcher. For some reason he seemed quite keen to meet her, and so agreed.
Locking him in an underground cavern, I had informed him that by collecting the various shiny objects that I had placed in there, while avoiding the various death-pits and wild animals I had incorporated into the experiment, he would be able to unlock the door.
The miner made good work of collecting the objects and even managed to avoid the deathtraps I had set for him. However, as it turned out, it would appear that the number of shiny objects he could carry actually had no bearing on whether the door would unlock or not. It was later discovered that only a key can do this - shiny objects obviously not having the magical ability to open doors that was promised by the game. In a final macabre twist, it emerged that when his oxygen ran out he actually died where he lay, rather than having another attempt at it.
Note to self: must remember to return and retrieve body, his wife is asking questions.

10. WEC LeMans
Bracing myself for extreme damage, I drove my car onto the motorway and jammed on my brakes in front of a fast moving car. As it transpired, not only did this car not drive through me, it also sustained more damage than I
did, with one of its passengers being hurled through the windscreen as it left the road. Curiously, I did not spin off at all.

CONCLUSION: For now, I am at a loss to explain how these „spec-chums" continue their existence outside of what we refer to as „real life". It has become apparent to me that any attempt by a normal „real life" person to
immerse themselves in such a world meets only with tragedy. Real Life Science simply does not follow the rules suggested by Spectrum World Theory. Fellow Real World dwellers, please note - if in future you should find a

scrap of food lying in the street, do not pick it up and eat it. More often than not it will result in varying degrees of illness rather than a mysterious boost in your energy levels.

My studies continue.

—
Professor Ulysses Q. Pentangle
Dept. of Pish
University of Nostalgia Related Nonsense

Stars on the Internet

Hallo Spectrum-Internet-Fans,

we have a lot of new readers, so a brief word to this column: We present here Homepages, but not only Planet Sinclair or World of Spectrum which are known to everyone. No, we want to present the many unknown but good internet pages. Of course all of your tips and help are very welcome. When one of you knows of a web page or their own page which should be presented here then please send us a short mail with the address to: sintech@online.de

Ace Advanced Org http://www.aceadvanced.org/doconline/
I discovered this page while looking for repair tips. The page is based on reports from old computer magazines, and as we have old computers but not everyone has the magazines it is very useful.
The source is the ‚Television magazine' an English publication. Here the Spectrum is described in basic steps, as well as describing well know failure conditions. I don't want to say that you will find a solutions for every question here, but these text sides as certainly interesting (with diagrams).

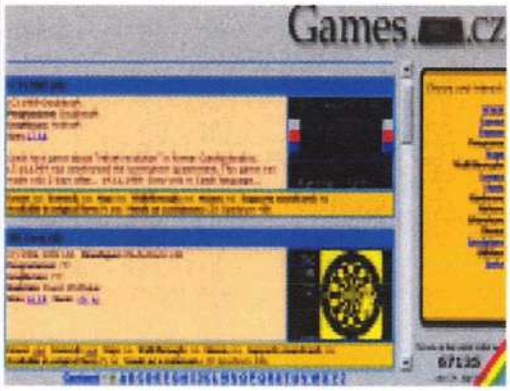
Current Top 10 Favourite Spectrum Games:

[illegible]	Title	Votes	Last Vote (GB Time)
1	Knight Lore	48	25/02/2002 20:13:57
2	Manic Miner	48	30/09/2001 14:47:04
3	Skool Daze	38	01/11/2002 18:52:58
4	Attic Attac	28	30/09/2001 18:27:48
5	Elite	25	30/05/2001 23:28:29
6	Chuckie Egg	24	25/02/2002 15:41:24
7	Chaos - The Battle Of Wizards	23	25/05/2002 03:54:27
8	Jet Set Willy	19	21/04/2001 05:06:12
9	Dizzy	13	20/11/2001 18:59:09
10	Micronaut One	11	24/12/2001 02:04:28

SpecChums.org
http://www.specchums.org/#
Give a vote to your favourite game or game writer on the Spectrum, then you can see the opinion of other users. Whatever: your going to get new ideas about what you could be playing again. Everyone should use their vote...

Power of Sound http://pos.izhnet.ru/
Searching for the newest software from Russia? Even though the name doesn't sound like it, but with Power of Sound your at the right address. Here you won't only find software but also articles on hardware and new developments on the scene. At the moment for example there is a report on how to

put 2 AY-Soundchips into a Spectrum instead of one. What's the advantage? It's clear, 6 music channels instead of 3. Unbelievable. But that's not all, the web pages seem to be a bridge between the scene in what was the Soviet Union and western countries. That's why most articles are in two languages Russian and English. Unfortunately not all articles have been translated, the software created for the Russian TRD-Disk system (Emulator or Sprinter...) and the download time for some of the web pages is very long. For freaks a regular look at these sides is a real must!



Speccy.cz http://www.speccy.cz
An interesting Domain, that the boys in the Czech republic can call their own. Is there also domain .zx? That would certainly be interesting, but back to this page.
To claim that the Czech scene meets on these sides, would certainly be an exaggeration but there are a number of interesting projects which can be found here. Ex. One energetic user is trying to save covers from all of the Spectrum games. On this subject he has photographed a number of games from Sintech at a Spectrum show. It's possible to download and print the covers, the collection is pretty big. But the down-load section should also not be ignored, at least the older games and demo's can be found here and a number of them with a description. Unfortunately the News-Section hasn't been updated for a number of months, probably a problem with finding the time. I hope these pages don't disappear and remain for a long time.

Raww Arse Archive http://papaya.raww.net/
I don't know what our English speaking friends think of the title, but in any case Raww Arse is the most active group in Britain. We have already presented the Homepage www.raww.org once, but because of the archive it's worthwhile to mention it again. These web pages stand out because of good design but not only that. In the archives you will find something on every subject which interests the group. Ex. MB02: Screens, Reports, Instructions, Rom-Images. In the Demo section you will find interesting source code to use in your own programming. There are also hardware instructions, all of the groups demo's to download and a ROM-Section containing countless ROM images for Spectrum, Opus, +D, Multiface etc.. Anyone who has been interested in Ectasy3, Yolpa Brothers or Raww Arse, will also find something of interest here, or anyone generally interested in Spectrum/ Emulators. A great section on a great site.

Well that's it for the column this time. Till the next time when we expect more suggestions on which web pages we should report on.
Te

A REALLY OLD CODER FROM HUNGARY

- Nyitrai has created over 1000 programs in 20 years -

The Speccy is not dead. Definitely not. Why? Because of the coders, who are still not leaving this good old machine.
The oldest programmer in Europe lives in Hungary, his name is Laszlo Nyitrai. He is really old for being a Speccy programmer. In fact he was really old even in 1982... He was just over 38 years old, when the rubber Speccy was born.
On this date his life was completely changed, when he saw the famous Sinclair User magazine. At this point he decided to be a professional programmer - but started before this on a ZX81 at home.

Working as a police officer in the Hungarian Ministry of Interior it seemed a little difficult. But at last, he graduated in 1985 in informatics. At his old workplace he continued his work -at this time as a program- and system developer.

Besides working on the IBM 4000/6000 machines, at home he already had something different. It was black, it had 48 Kbytes of RAM and was equipped with a hard keyboard - yes, it was the ZX Spectrum +, leaving the ZX81 for a much more advanced machine.

His programs get wide publicity in all the biggest Hungarian micro-magazines, but Sinclair User were releasing his stuff as well. That is enough info about the man, let's turn to his programs.
As was mentioned in the title: he has written over 1000 programs up to now, including some very interesting ZX games.
Well, if you are looking for stereo music with digitised effects, movie intro, digitised pictures or HTML-help in a Speccy game, you should try the new age Russian ones.

Nyitrai's games are slightly different. His favourites are the classic logical/table games, which are continuously developed. In my opinion they are perfect in their own class, matching up as products to the ex-commercial logical games.

Although... as they are in BASIC a 7 MHz Turbo Pentagon or Scorpion is strongly recommended :). Playing through an emulator you would be advised to lock the speed to something around 200% or they are a bit slow... as well they are on a 3,5 MHz normal Speccy.

The main problems with these games are not the speed. As they are written in the Hungarian language, they are hardly playable by the wider public. The solution is very simple: translate them to English. The work has begun, the number of translated games are grooving and grooving. Just made a search on the WOS for Nyitrai and look for the English games.
Worth a check, really!

Richard Tarjan
Hungary

CONTENTS SCENE+ 50 DISK/TAPE

Games:

Draughts Game

A Basic-Version of the draughts game with instructions in English, as the game was translated by the author from Hungarian into English there shouldn't be any problems. Controls: Cursor keys 5,6,7,8 und 0.

Moorhuhn, First Blood 128

In comparison to "Sparrows" a somewhat inaccurate translation of the Moorhuhn

game, in spite of this and thanks to it's really good visuals it's great fun. In principle it's only necessary to shoot down the Moorhuhn which keep on appearing and thereby collect points. Controls: Sinclair Joystick or Q,A,O,P,Space

Choy Lee Fut Kung Fu Warrior

Obviously inspired by "Chambers of Shaolin" a fighting program with a training room. The game is in Spanish but despite that easy to play. (0 =Start game, 1 Redefine keys). By redifine keys it's possible to choose the Kempston joystick.

Farspace

Where have I seen this before? Oh yes! A russian game called Aliiens had the same game concept. With 5 fighters and 3 goes per round it's necessary to achieve a position where the aliens can't move. To end the round and get the aliens to make their move it's necessary to click on the top area of the screen. Why am I describing it the game has a demo mode which shows everything you need to know . An interesting game.
Controls: Sinclair Joystick or Q,A,O,P, Space, Kempston Joystick or Kempston Maus.

Arcanoid 128 (Cut Down Version)

For a long time we have been able to enjoy the 4K version of the Arcanoid game. Now it includes some extras and has grown to 22Kbyte. With certainty a brilliant game which will give lots of enjoyment! Controls: M=Menu, Q,A,O,P,Space.

Demos

Missing in Fun (Demo from Germany 4th place at Forever 3)
Another Factor6´s reject (2nd place at Forever3)
Alter Ego 128 (Winning demo at Forever3)
SE4 Preview (Magazine)
Hell Raisers 128 (Russian)

New:

PC-PSU with supply for 2 Floppies and MB02	36,00 €
MB02-Printerlead	13,00 €
Spectrum +2A, new and original package, complete	220,00 €
Diskinterface D80 + Flopppy for Didaktik or Spectrum	111,00 € KS
B-Laufwerk for D80	60,00 € KS
Proface AT Extern (Keyboardinterface for connecting PC-Keyboards to Spectrum)	55,00 € KS
Proface AT intern	52,00 € KS
Melodik AY-Soundbox (unboxed)	21,00 € KS
128k upgrade Kit for 48k (only Hardware Specialists)	21,00 € KS
128k upgrade Kit incl. building inside (send Spectrum board)	52,00 € KS
Mice Maus (Mouse using Kempston Port)	25,00 € KS
+2 Cassetterecorder	36,00 €
Floppy Disc drive (1,86 with MB02, 720k with Opus, 780k with +D) Please specify	24,00 €
PSU for +2A/B and +3 or PSUI for +2 (also 48k and 128k) Please specify	31,00 €
FDD lead for 2 drives	4,00 €
Microdrive	25,00 €
Multiface 128 (working also on 48k)	26,00 €
Dust Cover 48k+/128k	8,00 €
Keyboard membrane 48k	11,00 €
Keyboard membrane Spectrum +/128k, new quality, not aging	21,00 €
Printer Ink Ribbon original STAR LC 10 , Doublepack 2 pieces	11,00 €
Microdrive Cartridges (ex-software)	3,50 €
Plus 3 Tapelead	8,00 €
Spectrum +2 Lightpen	36,00 €
Spectrum +3 Lightpen	27,00 €
Silverpaper for ZX Printer	8,00 €
Phaser-Pistole with Software (Tape or +3)	20,00 €
+3 drive belt	2,00 €
Wafadrive Cartridges 16K= 7,00 €, 32K= 7,50 €, 64K	8,00 €

Used:

Sinclair ZX Spectrum 128k, complete with all cables	144,00 €
Sinclair ZX Spectrum +2, complete with all cables	70,00 €
Sinclair ZX Spectrum +2A, complete with all cables	65,00 €
Sinclair ZX Spectrum +3, built in 3" drive, complete with all cables	100,00 €
Sinclair Spectrum 48k (Gummy), complete with all cables + Introduction Tape	64,00 €
Sinclair Spectrum 48k +, complete with all cables + Introduction Tape	64,00 €
+3 Drive (tested)	74,00 €
Interface I	62,00 €
Opus Discovery Diskinterface with 1 x 720k Drive (new ROM)	118,00 €
Joystickinterface 1-Port 3,00 € 2-Port	11,00 €
Joystick (many different)	2,50 €
Sinclair SJS-Joystick (+2/+3)	6,00 €

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